



Ranger 1	CLASS & LEVEL
Half-Elf	RACE/ANCESTRY/HERITAGE
Outlander	BACKGROUND
<b>STR</b> <b>+1</b> 12	<b>PROFICIENCY BONUS</b> <b>+2</b>
<b>DEX</b> <b>+3</b> 16	<b>SAVING THROWS</b> +3 Strength Saves * +5 Dexterity Saves * +2 Constitution Saves +0 Intelligence Saves +2 Wisdom Saves +0 Charisma Saves * Prof. bonus added
<b>CON</b> <b>+2</b> 14	<b>ARMOR CLASS (AC)</b> <b>INITIATIVE</b> <b>14</b> <b>+3</b> <b>30 ft.</b>
<b>INT</b> <b>+0</b> 10	<b>HIT POINTS</b> <b>12</b> <b>HIT DICE</b> <b>1d10</b>
<b>WIS</b> <b>+2</b> 14	<b>DEATH SAVES:</b> Success O O O Fail O O O
<b>CHA</b> <b>+0</b> 10	<b>WEAPON &amp; UNARMED ATTACKS</b> <b>Basic Attack.</b> One target per Attack action.  <b>Shortsword.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 piercing damage.  <b>Longbow.</b> <i>Ranged Weapon Attack:</i> +5 to hit. <i>Hit:</i> 1d8+3 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)  <b>MAGIC, FEATS &amp; SPECIAL ATTACKS</b> No special notes.

## RACE

### Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 20 years old
- Medium Size (5' 6", 164 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

## CLASS

### Ranger Class Features [PHB p. 90]

- Favored Enemy: Gnolls and Orcs (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Forests (double proficiency bonus on Wisdom and Intelligence on favored terrain)

## EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** leather armor (AC 11), two (2) shortswords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 55 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 14 gold pieces (gp); 34 silver pieces (sp); 3 copper pieces (cp); 4 gems (worth 10 gp each)